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Z\*NET: ATARI ONLINE MAGAZINE â ,â Copyright (c)1993, Syndicate Publishing  
 Volume 8, Number 7 Issue #491 February 14, 1993 File:93-07

"HAPPY VALENTINES DAY"

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##### THE EDITORS DESK
##### By Ron Kovacs
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Time sure flies when you are having fun! Another week has past and another edition of Z\*Net is being released! I hope everyone takes time out of their schedule to spend time with the family. With this being Valentines Day, I hope you have sent out those cards, letters or candies to your loved ones!!! If not, call them now!!! We'll wait for you.

Now back to the Atari scene.

Mike Mortilla returns this week with his "Perusing CompuServe" column. Welcome Back Mike!

##### FEEDBACK TO Z\*NET  
##### From GENie ST RT  
##### -----

\*\*\*\*\*

Topic 9                    Sun Nov 08, 1992  
Z-NET                                    at 12:00 EST  
Sub: Z\*Net Atari Online Magazine

Discussion and area for feedback to Z\*Net Online writers and editors,  
article and content discussions, and no magazine wars. Please leave  
fire-mail in email! :-)

\*\*\*\*\*

Category 15,    Topic 9  
Message 40                    Mon Feb 08, 1993  
Z-NET                                    at 01:00 EST

NEW RELEASE DAY FOR Z\*NET!

Effective with this week's release of Z\*Net, we are now out and  
available on Sunday. You will find it on GENie anytime after 5pm Sunday  
afternoon. The change is explained in this edition, so, instead of  
ending your week with the latest news, Start your week with Z\*Net!

Ron/Z\*Net

-----  
Category 15,    Topic 9  
Message 41                    Tue Feb 09, 1993  
FAIR-DINKUM [Hutch]                    at 01:40 EST

G'day all, Just a little correction to the Falcon software compatability  
list that the folks at Cottonwood Computers compiled for last week's  
Z\*Net:

Cyberdrome-The Hoverjet Simulator is Falcon 030 compatible!!!

I can only surmise that they were testing a very early version of  
Cyberdrome which would likely not have been compatible. The latest  
version 1.1 sure plays great on the Falcon in my office, anyway. :)  
Since I don't have MultiTOS, however, I can't vouch for Cyberdrome's  
compatability under that environment (yet).

Thanks,

-Hutch- @ Fair Dinkum Tech

-----  
Category 15,    Topic 9  
Message 42                    Tue Feb 09, 1993  
D.A.BRUMLEVE [kidprgs]                    at 02:12 EST

Sometimes when people ask if a product is "Falcon-compatible", they mean  
"Does it run on the Falcon?", but sometimes they are asking for more  
specific information, like "Does the program support Falcon  
resolutions?" or "Does the program support the DSP?" or "Does the  
program run under MultiTOS?" or "Does the program support Falcon-

specific sound features?" In my own experience, all sorts of old software runs on the Falcon. Often, you have to choose the "compatibility modes" for ST resolutions, as much older software (including all of my own) is resolution-specific. There is very little software currently available that supports all of the Falcon's features (in fact, I can't think of anything that supports it all). Just because a program doesn't support these added features does not mean it won't run.

-----

Category 15, Topic 9

Message 43 Tue Feb 09, 1993

WAYNED. [Wayne] at 21:50 EST

> Sometimes when people ask if a product is "Falcon-compatible", they  
> "Does it run on the Falcon?", but sometimes they are asking for more  
> specific information, like "Does the program support Falcon  
> or "Does the program support the DSP?" or "Does the program run under  
> MultiTOS?" or "Does the program support Falcon-specific sound

Generally "Falcon-compatible" would mean does it run on the Falcon, while "Falcon-Aware" would mean does it take advantage of Falcon specific capabilities. I know what you mean though. Some people just don't know what they are asking. :-)

Wayne

-----

Category 15, Topic 9

Message 44 Wed Feb 10, 1993

EXPLORER.1 [] Ron [] at 00:44 EST

Hutch - I noticed quite a few errors in the software compatibility list. Compatibility testing will be a much greater job considering the large selection of video modes available on the Falcon. My 15 year old son had no trouble making several things work I had given up on. He doesn't know what is impossible yet :-)

Ron @ Atari Explorer Magazine

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Category 15, Topic 9

Message 46 Thu Feb 11, 1993

BOB-BRODIE [Atari Corp.] at 01:28 EST

I think that the gang at Cottonwood was just trying to give an idea of what we might expect with Falcon compatibility. When they asked me about the idea of them posting a list, I warned them that they would encounter a demanding crowd.

:) They probably thought I meant demanding a Falcon!

Seriously, most of the testing was done strictly in ST Medium rez, no other. (I hope they indicated that in their file they uploaded)

best regards,

Bob

-----

Category 15, Topic 9

Message 47 Sun Feb 14, 1993

Z-NET at 02:36 EST

Bob...

(and others)

Thanks for the update on the testing. I will include your messages in the next edition for anyone who might be using it as a guide. Perhaps we can see a better list in the future as I am sure it will be helpful to someone.

Regards,

Ron

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##### Z\*NET NEWSWIRE  
##### Industry News Update  
##### -----

#### MORE CUTS FROM IBM

IBM, which has already announced it is cutting 25,000 workers from its payroll, may actually reduce its workforce by as many as 40,000 as reported by the New York Times last week. Daniel Mandresh, a Merrill Lynch analyst, stated that the extra cutbacks could require a special charge against earnings of roughly \$1 billion to pay for financial incentives to encourage people to quit. IBM has maintained a no-layoff policy and has reduced its personnel from a high of 407,000 workers in 1986 to 300,000 at the end of 1992 with the reductions entirely through early retirement offers. IBM reported a \$4.97 billion loss last year.

#### CHANGES FOR NeXT

Next Computer will stop making its computer workstations, a move that will idle about 300 of its 500 employees. Next will instead focus on producing operating software for other machines. Steve Jobs said Next will unveil a variety of new software products on May 25. Last year, Jobs announced Next would become software-driven, developing programs designed to run on its NextStep operating systems. Next has agreed to sell its hardware business, including its automated manufacturing plant in Calif., to Japanese electronics giant Canon, which owns 17.9 percent of Next. Jobs, who co-founded Apple Computer and started Next in 1985, said about 100 Next employees will go to Canon, while another 200 will be laid off.

##### PERUSING COMPUSERVE  
##### By Michael Mortilla, CompuServe Online Editor  
##### -----

"Responsible journalism is journalism responsible in the last analysis to the editor's own conviction of what, whether interesting or only important, is in the public interest."

Walter Lippman (1889-1974)

First, let me say that it \*REALLY\* feels good to be back on my old beat!

Writing for ZNET again is sort of like finding your favorite pair of sneakers in the back of the closet. All broken in and ready to jump a few hoops. Okay, that's enough sentimental STuff, let's get down and shake that 'thang!

Lots has happened since my last column here and we won't even begin to try and catch you up with \*EVERYTHING\* but a few highlights are in order. The activity in the Atari Forums on CompuServe has been fast and furious with many new uploads and some new members, including none other than Mr. Sam Tramiel himself (along with the wife, kids and Fido). We welcome Sam and family and hope he has as much fun as we do here! And as our fearless leader, Ron Luks has requested, we don't want to all jump on Sam every time we see him online. Give 'em some time to get used to the layout and we're sure he'll see that the Atari Forums on CIS are among the best Users Group you're likely to find <g>.

Sam's not the only one hanging around the forum these days. Atari has posted many messages and even a few programs over the last few weeks. We are all very please to see an official presence here and wish Atari all the luck in the world with their new flagship, the Falcon 030. We've seen the Falcon just about everywhere these days: BYTE, MIX, EQ, Electronic Musician and Keyboard, to name a few. With all the attention they've been getting, we sure hope Atari has a lot of them in stock.

Moving quickly from hardware to software, there have been some upgrades and releases within the past few months which deserve attention. For you musician types, Barefoot Software has upgraded it's sequencer line (EditTrack and SmpTeTrack) from Gold to Platinum. What's next, Diamond? Plutonium? All kidding aside, the upgrade brings us a reworking of the main screen and quite a few changes in the parameters of the program. The \*BIG\* change is the "tile" concept, whereby you can either view 24 (!) tracks simultaneously, or 12 tracks and either controllers \*OR\* an X-Y grid which you can configure to your own needs. The imminent release promises even more tiles and, among other things, the ability to tap to the tempo of a performance so that you want have to listen to that damn metronome when your creating your masterpiece. When you tap, the program will create a tempo track and you performance will fall neatly into the meter you intended. Add to this the ability to quantize to a "groove" you predetermined and you've got one of the most powerful composition tools available. Needless to say that we are thrilled that Barefoot (formerly Hybrid Arts) is still supporting the ST line. BTW, Hybrid Arts \*IS\* still in business and is still supporting the ST line. But they are not supporting certain software and hardware, including Edit/SmpTeTrack, GenEdit, Hybriswitch or the MIDIplexer (which expands the ST to 64 MIDI channels) and those items \*ARE\* supported by Barefoot. We might also add here that the author of EditTrack and SmpTeTrack, Stefan Daystrom, visits the Atari Forums regularly and is very active in our discussions, both related to his programs and on MIDI and non-MIDI discussions. As the SYSOP of his own area on the MIDI A Vendor forum (Section 12 Barefoot Software) he could just simply direct his inquiries there, but doesn't seem to mind hanging out with we Atarians. His presence is also strongly felt in the other MIDI forums as well. I believe he is one of those unique programmers who has dedicated his programming solely to the Atari line (3 cheers for all those who have stuck it out)! Let's hope that \*WHEN\* the Falcon 030 is a big success, that all the programmers and software companies who stuck it out while we were the "game computer" see tremendous success for their incredible products.

We also ram headlong into the OXYD Game recently and while this writer

is admittedly not big on games, this one really caught my fancy. Basically, you're given a little black marble (manipulated by mouse movements) which needs to accomplish certain tasks. Now while this may \*sound\* easy, be forewarned that your ingenuity will be tested to the fullest and your ability to adapt to a particular "landscape" will be put to the test. Once you get the hang of the game, you can refine your performance and try to beat "the best time" for a particular landscape. OXYD requires that you purchase the manual (about 40 bucks if I remember correctly) if you want to get past level 10 or so. But if you \*DO\* get past level 10, there is little doubt that you will be hooked on the amusement.

Another mind boggler we discovered on CIS was called "Break It" which is based on the a "many years old Chinese board game." Basically, you select "stones" with the space bar and 4, 5, 6, and 8 (numeric) keys. This shareware game entry has about 10 levels. Try as we did, we were unable to get past level three. Maybe we're simple; maybe we're not nimble on the keys <g>, but whatever the case, this game is challenging to say the least. Speed, agility and the ability to plan your actions all contribute to the success of the player.

So much has been said in the message thread "Inaccurate Reporting" over the last few days that to try and capsulize it might not be fair to all the contributors. In general, the question seems to be whether CIS and other online services, are libel (a \*VERY\* potent word!) for the actions of their membership. There were comparisons to the Soldier of Fortune (SOF) case where a newsstand(s) were somehow thought libel for selling the magazine. I don't recall the entire case but seem to recall someone hiring or attempting to hire a "hit man" to do away with someone else. Obviously, that \*IS\* a crime and SOF was the "best place" to advertise for such a person because of the nature of the publication (being oriented to firearms, military paraphernalia, etc.

While this might seem a far fetched comparison, the common element is distribution. I prefer to compare the online services to the phone company, which has no control of what goes over their lines. Can they be responsible if Johnny threatens Frankie? I would think not. Or in the case of public broadcasting, where they essentially purchase (rent?) programming for use over their airwaves. We've all heard the phrase "producers are solely responsible for its content" or some variation thereof. You might make a more convincing argument against the public broadcasters as they have "prior knowledge" of a programs content, but this is closer to a situation where the online services allowed a practice to continue. An example of this might be where a service expressively forbid the uploading of copyrighted material without the permission of the owner but tended to ignore the fact that it was commonplace. Of course, this is a hypothetical situation. Isn't it?

Finally, I'd like to thank Ron Kovacs for having be back to do this article, and Ron Luks for all his encouragement and support over the past few months. As the old song goes: They do Ron, Ron, they do Ron, Ron! I don't know what that means, but as Morton Subotnik says, 'I know it's meaningful.' See you next week.

##### ATARI LYNX F.A.Q.

##### By Darius Vaskelis and Robert Jung

##### -----

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AtariUser published BJ Gleason's Portfolio FAQ (Frequently Asked Questions), so I figured, why not share my Lynx FAQ? I'm presently the keeper of the Lynx FAQ, which was first created by Darius Vaskelis. Here, then, are some of the more common, more useful, and more interesting questions and answers about the Atari Lynx, updated especially for AtariUser readers.

Q. What is the Lynx?

A. The world's first hand-held color video game system. Sold by Atari, the Lynx offers true multi-player competition, 16-bit graphics, reversible controls, and fast action. The Lynx is available in two packages. The "Deluxe Package" costs \$129.95, and includes the Lynx, the CALIFORNIA GAMES game card, a carrying case, a ComLynx cable, and six AA Alkaline batteries. The "Base Package" costs \$89.95 and comes with only the Lynx.

Q. How are Atari and Epyx related?

A. The Lynx was first conceived by Epyx in 1987 by Dave Needle and R.J. Mical. When the design was done, Epyx went looking for a buyer, and Atari bought the rights. Today, Epyx is required by its contract with Atari to provide technical support.

Q. Are Lynx game cards encoded or encrypted?

A. Yes and no. Several hundred bytes of a Lynx game card is encrypted. Game-card verification was introduced by Epyx to enforce game quality, who saw hastily-made games as the cause of the death of the Atari 2600. Epyx still performs the encryption of Lynx game cards, using a proprietary encoding system.

Q. What are the differences between the original Lynx and the new Lynx (the "Lynx II")?

A. The new Lynx is smaller and lighter than the original Lynx. It offers stereo sound through the headphones, and allows you to turn the screen off while a game is paused to save batteries. A power LED has been added which blinks when power is low, and cartridges are easier to insert. The automatic shutoff of the original Lynx has been removed, and the speaker in new Lynx is not as loud as the originals.

Also, early Lynx II units can experience "blinking pixel syndrome". With some games, a stationary screen pixel cycles through all the colors very quickly. It does not affect game play and is often hard to notice. Officially, Atari does not distinguish between the early and the current Lynx models.

Q. What are the specifications of the Lynx?

A. All specifications are for the current Lynx model. Unit size is 9.25" x 4.25" x 2", screen size is 3.5" diagonal. The speaker has a 2" diameter. Game controls consist of an eight-direction joypad, two sets

of fire buttons (A and B) and two option buttons (Option 1 and Option 2). Other buttons are Pause, Power on, Power off, and Backlight (turns off the screen). The buttons can be used to reset the Lynx or reverse the controls.

Control knobs set the volume and screen brightness. Ports connect stereo headphones (mini-DIN 3.5mm stereo), the multiplayer ComLynx cable, and DC power (9 volts, 1 amp).

The Lynx has two basic chips, called Mikey and Suzy, that form a cooperative set of coprocessing systems. Both are 16-bit custom CMOS chips running at 16 MHz. Mikey consists of a MOS 65C02 processor at 4MHz, an 8-bit CPU with a 16-bit address space; the sound engine has 4 channel sound, 8-bit digital-audio controller for each channel. Range is 100Hz to well above human hearing and supports stereo with panning; A video DMA driver for the LCD display; system timers, interrupt controller, and a UART for the ComLynx; and 512 bytes of bootstrap and game card loading ROM.

Suzy is a dedicated blitter (bit-map block transfer) unit and graphics engine. It offers drawing support, an unlimited number of sprites with collision detection, and high-speed sprite scaling, distortion, and tilting effects; decoding of compressed sprite data; clipping and multi-directional scrolling; variable frame rate (up to 75 frames/second); screen resolution 160 x 102, with artificially-induced 480 x 102 possible; a 4096 color palette with 16 colors on screen at once; and a math coprocessor with 16-bit multiply and divide, providing 32-bit answers and parallel processing of single multiply or divide instructions.

The Lynx contains 64K of 120ns DRAM. Game cards currently hold 128K or 256K of ROM, but in theory up to two megabytes can be stored with bank switching. With Alkaline batteries, the reasonable average battery life is 4 to 5 hours. The Lynx can run with rechargeable NiCad batteries, but average battery life drops to 1.5 hours per recharge.

Q. Why does the Lynx use a 6502, and not a 68000?

A. According to R.J. Mical, the 6502 was used because it offered no significant advantages, and would make the Lynx larger and more expensive. Stephen Landrum concurs, adding that 68000 assembly code requires more storage than a comparable piece of 6502 code.

Q. Is the Lynx an 8-bit or 16-bit system?

A. If "16-bit" refers to the main CPU, (such as the Sega Genesis), then the Lynx is an 8-bit system. If "16-bit" refers to the graphics engine (such as the TurboGrafix-16), then the Lynx is a 16-bit system.

Q. Is there a TV tuner option for the Lynx?

A. No. Atari's position is that while a TV tuner would be a novel idea, their market research shows that most people would not buy one. The unofficial word from Stephen Landrum is that the Lynx screen display is not capable of showing a broadcast quality television picture.

Q. What's the ComLynx port like?

A. There is a practical limit of connecting 18 players via the ComLynx. While it may be possible to connect more units, the drivers in the Lynx



cannot drive over more than 17 units with pull-ups on the serial ports and still work within specifications.

ComLynx communications run from 300.5 to 62.5K baud, and works on a "listen and send" structure. Data transmission between Lynxes is done in the background, freeing up the CPU to run the game directly. It's called "RedEye" in-house at Atari, named after an early idea of communicating with infra-red transmissions.

It uses a three-wire cable (+5V/Ground/Data) and allows for bi-directional serial communications. Messages are framed in 11-bit words, each consisting of a start bit, eight data bits, parity bit, and a stop bit. The ComLynx port is used only for communications; it can't be used to control other aspects of the Lynx, though in theory it can be used to send signals to external devices.

Q. Sometimes a multiplayer ComLynx game will lock up. Why?

A. A ComLynxed game will freeze if communication is interrupted; restoring this will continue the game. This is probably due to a fray in one of the ComLynx cables, or a loose connection. The cable gets jostled, communication is broken, and the game "freezes". Jiggling the cable is a temporary fix, but a new cable is best.

Q. What can I use to carry my Lynx game cards?

A. An easy solution are trading card cases. They're sturdy, inexpensive, and lock shut. Most hobby and comic book stores sell them; a large case costs \$0.50 to \$1.00, and can hold up to 14 Lynx cards.

Also available are Lynx card wallets by Realm. The wallets are padded, hold 18 cards each, and cost \$5.95. Write to Joey Sherman at Realm, 10504 Easum Rd., Louisville KY 40299. On GEnie, send e-mail to REALM.

Q. My Lynx screen is badly scratched! How can I fix it?

A. Get some "plastic scratch remover" or "plexiglass scratch remover". You can find it in hardware stores, or look in the Yellow Pages under "Plastics".

Q. Agh! My Lynx is broken! How can I fix it?

A. For \$50, plus \$5 shipping and handling, and your old/broken Lynx, Atari will repair it or replace it with a new Lynx II unit. Send your Lynx to: Lynx Repair Service, Atari Computer Corporation, 390 Caribbean Drive, Sunnyvale, CA 94088.

Q. How can I reach Atari Corp otherwise?

A. Customer Service: (408) 745-2000. Mailing Address: Atari Corp., 1196 Borregas Avenue, Sunnyvale, CA 94089-1302.

Atari Corp. used to have a number for Lynx game news and tips, at (708) CRY-LYNX (708-279-5969). Atari has recently moved their Lynx operations from Chicago to Sunnyvale, and this number has been disconnected. No new number has been established.

Q. What are other sources for Lynx information?

A. Publications:

- A.P.E. Newsletter: "Atari Portable Entertainment", a dedicated newsletter. Published five times a year, cost is \$6.00/year. Clinton Smith, 2104 N. Kostner, Chicago, IL 60639. GENie: C.SMITH89
- Atari Explorer: Atari's official magazine. Regular Lynx game preview information, but often biased. P.O. Box 6488, Duluth, MN55806. GENie: EXPLORER
- AtariUser: Atari-oriented magazine. Lynx news and reviews on a regular basis. Subscription is \$15 a year (12 issues), free at Atari dealers and user groups. 249 N. Brand Boulevard, Suite332, Glendale, CA 91203. GENie: ATARIUSER
- Die Hard Game Fan: General video-gaming magazine with some Lynx coverage. 18612 Ventura Blvd., Tarzana, CA 91356.
- Electronic Gaming Monthly: General video-gaming magazine with some Lynx coverage. Will often get screen shots and reports of new games before other publications. 1920 Highland Avenue, Suite 222, Lombard, IL 60148.
- Gamemaster: Dedicated specifically to the Lynx, including reviews, tips, and buy/sell/trade activity. 10 issues a year for \$10, free sample issue available on request. P.O. Box 2224, Arvada, CO 80001-2224, (303) 423-6805.
- Gamepro: General video-gaming magazine with Lynx coverage. P.O. Box 3329, Redwood City, CA 94064.
- On Target: Dedicated specifically to the Lynx, including reviews, tips, and buy/sell/trade activity. Bi-monthly, \$4/year. Matthew Szewczyk, 18C Boyle Avenue, Cumberland, RI 02864-2306, (401) 658-3917.
- Portable Atari Gaming System: A quarterly newsletter with reviews, editorials, news, information, and game tips. A year's subscription costs \$12.00. P.O. Box 37692, Raleigh, NC27627-7692, GENie: E.SCHOFIELD
- Video Games & Computer Entertainment: General video and computer-gaming magazine. Lynx news often in news articles and in the dedicated portable gaming column. 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210

#### Bulletin Board Systems:

- Star-Linx BBS. (602) 464-4817, 300/1200/2400 bps. In Mesa, Arizona (USA). Be sure to have your CALIFORNIA GAMES game card handy when you call to gain higher access.
- Video Game Information Service. (201) 509-7324, 300-14400 bps. Multiple lines. In West Orange, New Jersey (USA). Dedicated to video gaming and maintains files of cheats and reviews. Carries related conferences from other computer networks including Fidonet, Worldnet, and Globalnet.

#### On-line services:

- GENie. Atari ST Roundtable BBS, Category 36 - CompuServe. Lynx Data Library and Message Group, in the ATARI8 forum. Type "GO ATARI8", and

join the forum.

International clubs:

- Germany: Internationaler Lynx Club, Hans-Jorg Sebastian, Siegfriedstr. 3, 3684 Schmitten 3, Germany
- Netherlands: International Lynx Club, Leon Stolk, Vanenburg 2, 7339 DN Ugchelen, The Netherlands
- Austria: Internationaler Lynx Club, Christian Lenikus, Obertraun 27, 4831 Obertraun, Austria
- Switzerland: Swiss-Lynx-Info-Club, Eugene Rodel, Sangelweg 45, 4900 Langenthal, Switzerland

Q. What's the Lynx developer's kit like?

A. On the hardware side, there's a Commodore Amiga, with 3 megabytes RAM and hard disk; a "Howard" board, which is a parallel-interface module that has the Lynx electronics and debugging tools; and the "Howdy" unit, which is a small PC board in a plastic case with buttons and a Lynx display, connected to the "Howard" board.

For software, there's Handy-Bug, a symbolic debugger and disassembler; Handicraft, a graphics translator that turns Amiga IFF files into coded Lynx sprite data; HSFx, the sound editor; macro libraries, sample programs, and system documentation plus updates.

A full Lynx Developer's Kit currently costs around \$5,000, which includes all the hardware and software described.

--Robert Jung

BIO: Robert Jung is a 24-year-old software engineer, longtime videogamer and die-hard Lynx fan who's bought and reviewed every title ever made. He can be reached c/o AtariUser, or on the Internet at [rjung@usc.edu](mailto:rjung@usc.edu).

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##### ATARI 8-BIT OWNERS UPDATE
##### Newell Industries
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NEWELL INDUSTRIES, P.O. Box 253, WYLIE, TX. 75098, 214-442-6612

MEMORY UPGRADES

256KXLE.....256K MEMORY UPGRADE FOR 800XL/1200XL           \$29.95

Designed with total compatibility in mind, this 256K ram upgrade gives you compatibility with the 130XE, plus gives you an additional 128K of RAM for a total of 256K. With this upgrade you can run software designed for the 130XE including Basic XE, Disk operating systems, etc. Internal installation. Some soldering required. MYDOS included. MYDOS lets you configure Ramdisk up to 208K. Use Basic XE in extended mode, plus have 128K ramdisk. etc. Also includes 'COPY256E'. A sector copy program that utilizes the extra ram.

Don't confuse our upgrade with others you may have heard about. Ours supports Antic banking (just like the 130XE), so you can run those programs the other upgrades won't. Eliminates refresh problems with CAS before RAS refresh support. Requires eight 256K Ram chips. See below or call for current pricing.

MEG130/MEG65/MEGXL..1-4 MEG UPGRADE FOR 130XE,65XE,800XL/1200XL \$49.95

These memory upgrades add support for 1 or 4 meg ram chips for 1088K or 4160K of memory. Designed with total compatibility in mind, these upgrades support true Antic banking just like the 130XE. Compatible with Basic XE, Sparta DOS, Sparta DOS X, etc. Comes with MYDOS and copy utility. Get over 8000 sectors of ramdisk with 1088K of ram.

Internal installation. Soldering is required. Installation available. Requires eight 1 meg or 4 meg ram chips. See below. SPECIFY COMPUTER MODEL WHEN ORDERING.

MEGSTF.....2-4 MEG UPGRADE FOR THE 520/1040STF/M \$49.95

Designed to fit the STF/M computers (has built in disk drive), this board allows the use of 1 meg ram chips (32 max) for up to 4 meg of ram. Socketed for 32 DRAM. Requires 16 minimum (2 meg). Internal installation. Soldering required.

#### OPERATING SYSTEM ENHANCEMENTS ST

The TAB (Tos Adapter Board) Add those newer TOS's to old system \$29.95

Used to install up to 1 meg of rom starting at E00000 in original ST's. This includes, but not limited to TOS 2.06. DOES NOT include TOS roms. How it works: Intercepts all Exxxxxx addressing to glue and converts it to FCxxxxx, thus fooling glue into thinking you want to address the normal rom area. The glue will then furnish the needed signaling to address the new roms that are plugged in there. Advantages over other methods:

This method lets glue do all the normal decoding AND timing. No conflicts should occur simply because Glue STILL does all the controlling. We don't add DTACK or other signals that some of the other upgrades do that use a different method.

#### OPERATING SYSTEM ENHANCEMENTS XL/XE

RAMROD XL.....800XL, 65/130 XE \$49.00

Allows the use of three different operating systems, comes with OSNXL OS that includes the FASTCHIP XL floating point routines, and OMNIMON XL machine language monitor. The OSNXL OS is compatible with the 400/800 OS, but has a programmable cassette baud rate, increased keyboard speed, and all the graphic modes of the XL/XE's.

The FASTCHIP XL floating point routines can give you up to four times the speed of the original floating point routines. Atari basic uses these routines for almost every operation. Spreadsheets and other languages also use these routines. You can see the difference. It is even recommended by software producers to use with their products. Here are some reference times (in seconds) to compare. These functions were executed 1000 times in a FOR-NEXT loop.

FUNCTION	OLD ROM	FASTCHIP	FUNCTION	OLD ROM	FASTCHIP
LOOP^3	236	65	LOG(100)	129	33
ATN(23)	128	62	CLOG(100)	120	30
EXP(100)	112	34	SQR(LOOP)	135	55
SIN(23)	85	30	COS(23)	84	33
LOOP*LOOP	8.89	6.48	PEEK(100)	7.34	5.69

The OMNIMON XL is a resident monitor with all the debugging tools needed for any application. Interrupt and examine any program (including cartridges) easily. Includes read/write to disk, binary load, directory, assembler, disassembler, single step execution, drive control, change registers, hex conversion/arithmetic, search/ display/ alter/ move/ relocate/ verify memory, hex or character format and more.

RAMROD XL2.....	WITHOUT OS CHIP	\$19.95
OSNXL OS CHIP.....	600/800XL, 65/130 XE	\$29.95
OMNIVIEW XL/XE/256.....	600/800XL,65/130 XE	\$29.95

Now get 80 columns with your 600/800XL,65/130XE. Compatible with LJK Products, BASIC, etc. Enter 80 column mode easily. Supports CPM on ATR 8000. Also comes with Fastchip floating point routines and easy access to additional ram. Also comes with omniwriter word processor. Omniview 80 columns also available for the 400/800 computers.

#### OPERATING SYSTEM ENHANCEMENTS 400/800

RAMROD MMOS.....	ATARI 800 ONLY	\$59.95
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The Ramrod is a new operating system board that replaces the existing board. Install up to two operating systems. Accepts eproms or standard OS roms. Comes with the OSN OS in eprom. The OSN provides all graphics modes, including modes 12-15 that are not in the standard 400/800 OS. Use the standard graphics calls from basic to access these additional modes that are in the computer. The cassette interface in the OSN is programable to any baud rate. The default is the standard 600 baud. The keyboard delay and repeat functions have been modified to allow for faster typing and cursor movement. OSN allows you to disregard cartridges on power up. With this feature, you can boot the system (cassette or disk) regardless of the cartridge you have installed. OSN meets all operating system entry requirements. All handler starting addresses are the same as the B operating system, and as many subroutines as possible have kept the same starting address. This allows compatibility with almost all existing software. Available on (2) 4K eproms or (1) 8K eprom.

The Ramrod also addresses the 4K byte block of memory at C000. It may be used for 4K ram or install up to 16K of rom for banking at this location. Also comes with the Omnimon machine language monitor with many debugging commands like display/ alter/ search/ disassemble memory, printer and disk interfaces. A must for anyone using assembly language. And you can jump into Omnimon from any program or cartridge.

(ALSO SEE RAMROD XL, OSNXL) RAMROD 2 (WITHOUT OMNIMON)	\$39.95
RAMROD 3 (WITHOUT OMNIMON & OSN)	\$29.95
OMNIMON PIGGYBACK BOARD.....	ATARI 400/800 \$29.95

Installs on the 800 OS board. Gives access to the \$C000 4K block of memory. Comes with the Omnimon as described above, and also the 4K omniview to give you 80 columns. Omniwriter word pro included with all omniviews.

## 8 BIT SOFTWARE

SBM.....Atari 8 Bit 48-64K Ram \$49.95

This system was designed to operate in a wholesale or retail environment. SBM is an inventory control, point of sale program that produces invoices, purchase orders, mailing labels, quotes, sales and account reports, plus much more.

Inventory control: Each inventory record consist of part number, description, vender name and address, quantity on hand, location, reorder point, quantity on order, cost, sale price, quantity sold, dollar amount sold, and product group. Inventory reports may be printed by all, vendor, product group, price list, low inventory, and turn reports. Accounts control: Account records consist of account number, name and address, terms, total purchased, total paid, and balance due. Account reports may be printed for all, outstanding, and selected accounts. A list may also be printed numerically or alphabetically. Mailing labels may be printed for all, outstanding, and selected accounts. Purchase orders may be printed with automatic update of inventory records. Sales reports consist of daily, periodic, and annual. Capacities: 12 digit alpha-numeric part numbers, unlimited parts. Up to 1700 accounts. As many vendors as parts. System requirements: Atari computer (40K Ram minimum). Basic XL language (OSS). Two disk drives (double density recommended). Printer interface and printer.

SBM 130.....Atari 8 Bit 128K+ Ram \$49.95

This system was designed after the original SBM, but has unlimited account capacities and the entire program resides in memory for faster operation between menus. Inventory control: Same as SBM. Accounts control: Same as SBM. Capacities: 12 digit alpha-numeric part numbers, unlimited parts. Unlimited accounts. As many vendors as parts. System requirements: Atari 130 XE computer (or compatible). Basic XE language (OSS). Two disk drives (double density recommended). Printer interface and printer.

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##### THE UNABASHED ATARIOPHILE
##### By Michael R. Burkley
##### -- Special Expanded Edition --
##### -----
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Ah, the blessings of a slow week! I only downloaded about thirty new files this week. That means I get to do something that I've been wanting to do for some time now. This week I'll give brief descriptions of the new files on the Atari scene, but my main focus will be on some of what I consider the best PD games. There are so many good ones available that this list is by no means complete (not by a LONG shot!). But with only a limited amount of space (and time to play them) I'll just include these.

But first, here's some of the potential classics that I downloaded this week:

CONECT12 is v.1.2 of David Becker's "Connections." It adds a lot of new  
~~~~~ features, particularly in its animation capabilities. UPGRADE  
is the upgrade file for all of you who already have Connections v.1.0  
(and if you have a mono monitor you should get this wonderful program!).

ANSI Term v.1.9 and DigiSound Plus v.1.8 have hit the scene this week in  
~~~~~ a combined file named TWS\_2.  
ANSI Term is a completely compatible and frequently upgrade ANSI terminal  
program for the ST aims to meet all of your telecommunication needs, and  
it just might do so! DigiSound Plus is a sound sample player and  
editor. Excellent!

ECOPYA1 is the Extended Copy and Append v.1.1 by John M. Sieben. This  
~~~~~ program will copy a file larger than a floppy disk to two or  
more floppy disks and then rebuild it from those disks. It will also  
allow you to do a regular file copy as well. Color or mono. Docs  
included.

FATCACHE is FatCache v.1.0 by Phil Jensen and Tim Rule (dated Jan.,  
~~~~~ 1993). Fatcache is a hard disk cache and more. It also  
replaces FATSPEED for TOS 1.0 and 1.2, resulting in a TREMENDOUS speed  
up of Hard Drive access. NOT for removable media drives. ST/STe and  
perhaps TT compatible. Docs included. Programmers! FAT\_SRC is the  
Devpac source code and is available separately.

MANDALA is Mandala, another Extend-O-Save Module for Warp 9 by John  
~~~~~ Eidsvoog & Oliver Broadway. This module works for all  
resolutions and produces a random kaleidoscopic patterns in an  
infinitely changing series of graphical movement (with a speed  
selectable by you).

MNDL\_ALL is an excellent all-resolution Mandelbrot/Julia-Fractal Plotter  
~~~~~ program v.2.02 by R.J. Ridder (dated Nov. 14, 1992). You can  
edit parameters to create your own unique fractals, or load presets in.  
I like how the program generates the fractals for you. There are so  
many fractal generators available. I like them all (so I'm not a good  
judge here!) but this strikes me as well done. You can create  
animations and save them and your pictures to disk. Complete Dutch docs  
with an English help file included. ST--TT compatible.

MT32\_EDT is a demo of the MT32 Editor Librarian v.3.9 (dated Jan., 1993)  
~~~~~ This ST/TT GEM program/desk accessory can be used to  
effectively editor all available parameters for the Roland MT32. Color  
or mono. This demo limits MIDI functions, the size of the MIDI files  
you can work with and disables save functions. Docs included.  
SHAREWARE.

MTW\_DEMO is a demo of the new program MultiWriterâ € by Dr. Bruce Noonan  
~~~~~ and Bill Penner (dated Feb., 1993). ST Writer has been  
upgraded and gone commercial! MultiWriterâ € is a new, non-WYSWYG (what-  
you-see-is- what-you-get), word processor. Fully compatible with your  
ST Writer/ST Writer Elite files. Import and export multiple document  
styles. Save disabled.

NEOPT302 is the patch from Gribnif that will allow you to upgrade your  
~~~~~ original of NeoDesk'fi 3.02 to v.3.03. NeoDesk is a wonderful  
program, and this is a wonderful upgrade. They did it again, folks. I  
can't begin to list all of the neat features they've added! Get this if  
you have NeoDesk. If you don't, get NeoDesk! Requires NeoDesk v.3.02.  
Docs included.

NTHACK31 is v.3.1 of Nethack, the largest role playing dungeon game  
~~~~~ ever! Hard drive required (the program is over 900K+ in size).  
ST/STe/TT compatible. Color or mono.

PAD\_24 by Heiko Gemmel is a very interesting mono only art program from  
~~~~~ Germany. While the program and documentation is in German, its  
icon based interface lends itself to use, even if you don't understand  
any German. It allows you to use high quality Signum fonts in your  
drawings, as well as numerous other interesting tools. Load all sorts  
of picture formats including Degas and .IMG. I especially like how you  
can create solid forms with just a few clicks. Requires at least one  
meg of RAM and a mono monitor.

Well, that it for the files I downloaded this week. Yes, there were  
more: GEMSOUND files, beautiful sounding .MOD files, a note from David  
Small, a Cryptogram puzzle helper/solver, a new game names INSECTROID by  
Robert Dytmire, STOS programming helps, an upgrade to CACHE (now v.2.75)  
that now includes pre-caching speeding up AUTO folder program loading),  
GIF pictures, and more! I guess you'll just have to get a modem to  
find out about them!

And now, as I promised, some of the best all-time PD and SHAREWARE games  
for the ST!

AKS by A.K.Schiebereien and S.B.Werninger is a mono only puzzle program  
~~~ that will provide you with hours of challenging puzzles (I have this  
from the English docs by D.A. Brumleve, the noted ST programmer!). You  
must shove barrels around a warehouse and place them in the proper  
locations. It is much like Chip's Challenge.

BALLER is the BEST cannon game around. You choose your castle, the  
~~~~~ amount of powder you put in your cannons, how you will spend your  
money (to buy more powder, shells, guns, oil wells, men, etc.). The  
wind varies with each turn. You may play against the computer or a  
human opponent. The object is to hit the King in the other castle.  
Unfortunately the game is in German, but you can figure it out--I have  
(but then again I'm brilliant [modest, too]). Mono only (Drats!).

BLOCKADE is one of my favorite games. The object is to completely  
~~~~~ uncover a background picture within a stated time limit. Not  
hard, right? Wrong. Unfortunately for you there is this little nasty  
thing (LNT) bouncing around the screen. You leave a line as you cross  
the picture. If you get to the other side before the LNT touches you or  
your line, you are OK. BUT, if it touches you before you reach your  
destination, you're sunk. You get three chances. Every time you cut  
off a section of the screen more of the picture appears, and you start  
again. I really like this one. The pictures are low rez Degas pics, so  
you can change them to anything you wish. Color only. Three levels.  
STe compatible.

BOING by K. Walsh of Unique Software is maze, thinking, and quick reflex  
~~~~~ oriented game. Using a joystick to guide your bouncing ball  
through a series of vertical mazes, you try to collect the fruit on each  
level and then leave by the exit. You must watch out for the rising  
temperature. Collecting fruit will cause it to stop rising, for awhile,  
but if it gets too hot you're done for. Extra lives and score bonuses  
can be earned by completing the bonus levels. Remember you have a fire  
button on your joystick (hint)! I enjoy playing this game. Color only.



BOLOG is perhaps the best Breakout! type game there is (though it's a  
~~~~~ hard choice between this, ORBIT and some others). Color only.  
You have to see this one to believe it. I recommend it highly.

DIAMOND is a mono only game much like the old Commodore 64 classic  
~~~~~ "BoulderDash" or the StoneAge Deluxe (another PD game that is  
one of my all-time favorites!). Use your joystick to work your way  
around the diamond mine, avoiding falling boulders and collecting the  
precious diamonds. This is a thinking game in which you have to avoid  
getting squished or trapped, collecting all the diamonds before the time  
runs out! Excellent!

DMBANNER by MSI is NOT a game, but since I just uploaded it this week  
~~~~~ and since it is absolutely the best Banner Maker that I have  
ever seen, I thought I would include it here anyway! The program has a  
very easy to use interface and prints out your banner with a pleasing  
font. It also allows you to specify which character or phrase makes up  
the letters of the banner. You can print "Happy Valentine's Day!" as  
the banner text and have "I love you Susan!" (I do love Susan! She's my  
wife) being the phrase that is used to make up the larger letters. You  
can configure it to print out on your printer. Docs included. Color or  
mono. SHAREWARE. ST/STe compatible.

DMLTN\_2 is Demolition Man v.2.0 by Clayton Walnum. He's done it again.  
~~~~~ This man is as bad as Charles Johnson (of ARCHSHELL fame). He  
keeps on improving an excellent game!. In this color or mono game you  
play a bomb demolition expert who tries to discover where all the bombs  
are hidden without exploding any of them unintentionally (especially  
when they are under you!). There are EASY, HARD, and AGONY levels!  
Mouse controlled. You have to use your brain to win this game. The  
only trouble is that you want to keep playing. You just know you'll  
do better the next time! Docs included. SHAREWARE. C.W. is the author  
of \_C-MANSHIP COMPLETE\_, the only programming manual for the Atari ST  
that teaches both basic C programming and GEM applications programming.  
Are you a POPULOUS fan? He has also written \_Master Populous. Finally  
(for now) he has written "The ST Assembly Language Workshop, Vol. 1".  
This guy knows his stuff!

HOTWHEEL is Hot Wheels by John Gymer of Kingfisher Software (dated June  
~~~~~ 1991). Hot Wheels is a fast action car racing game in which  
you take the wheel of a spanking new Ferrari 348. One player can  
practice a track on their own or race against two computer-controlled  
drones. Alternatively, two players can compete at the same time using a  
split-screen display (a la Super Cars 2). In two player mode one drone  
can be added to the race. This game is joystick controlled, with lots  
of options that make it easier or harder, as you wish. Even at it's  
hardest (practically zero traction, no brakes, super fast acceleration)  
you can still manage if you possess superhuman reflexes. Otherwise, I  
would recommend you make things a little easier on yourself! This is a  
fun game! 15 tracks to race on, with an editor included to make more of  
your own! Recommended. Color only. Docs included.

JEPARDY3 is the final version of Jeopardy by Dave Burns. This public  
~~~~~ domain program faithfully reproduces the TV game show of the  
same name (except it's better!). It now includes a dispute key so you  
never get penalized for an answer which is correct, but misspelled.  
Four new games to play are included. This is the ultimate game for  
Jeopardy lovers. Color only. On-line help included.

KLATRIX is a Columns type clone created by Mats Hogberg of Sweden using

~~~~~ STOS. In this game groups of three colored tiles fall from the top of the screen. By pressing the fire button on your joystick you rotate the tiles so that you end up with the color order you wish, top to bottom (you hope). By aligning three of the same color, in any direction, you cause them to vanish (which is the goal!) This is well done. Color only. SHAREWARE. Docs in Swedish (but they aren't necessary). I like this game a lot.

MEGAROID is an "Asteroids" type game. Using the keyboard you blast ~~~~~ away at huge asteroids that come your way. You have to watch out for the alien ships, too! Lots of fun. Color.

NOVA is an excellent shoot-'em-up arcade game by Arunan Thaya-Paran. ~~~~ Blast everything that moves. Don't look at the stunning graphics too much or you will be distracted and destroyed! Color. Joystick or keyboard controlled.

PRFMATCH is Perfect Match, the Shareware edition by Mark Nelson. ~~~~~ Perfect Match was originally distributed by Michtron, but not the author has improved it and released it as SHAREWARE. This is an educational/fun Concentration type program in which questions and their answers are mixed behind 8, 16 or 24 panels. You try to match them up. I really like how they are displayed (very small in the panels and then popping up in a readable form on the side.) This is a very well done program. Comes with several game files. Registration brings you a program to make your own files and more. Get this one!

REFLEX is a program that tests your reflexes (at least your mouse ~~~~~ clicking ones). You are given five tests and your reflex time is determined by their average (My best was .215 seconds). The only problem with this program is that you keep trying to better your last score! Color only. Docs within program.

SHERLOCK is a color or mono game in which you are Sherlock Holmes, the ~~~~~ famous sleuth. You are asked to solve a murder case that happened in the house you will see laid out on the screen. Ask all people where they have been at different times, on what time they've seen the murdered one at last, etc. Can you solve this mystery? There are over 270 different mysteries in this game! By Rudolf Tiemann.

SLOWDOWN by Larry Copenhaver is not exactly a game, but it sure can help ~~~~~ when you're playing a fast one! It is a TSR (terminate and stay resident) program. After being run it may be toggled on and off with the ALT/HELP keystroke. When on it will slow all actions of your ST (except mouse) down to a fraction of the normal speed. This slow action is very handy for beating some of the fast action games.

STARBATL is the first game on the ST that I played. It's a fast paced, ~~~~~ keyboard or joystick controlled "shoot-'em-up" game. Different screens of dastardly aliens drop bombs on you while you shoot at them. You try to avoid their bombs, and they dash around the screen avoiding your shots (but they move in predictable ways!). Color.

THNKWORK is a mind stretching, stimulating game. You are a little ~~~~~ person pushing balls around a maze towards a storage area. Don't push them against a wall where you can't move them again! Excellent graphics, keyboard or joystick controlled. If you have seen Chips Challenge, this game is somewhat like that (a simplified version). AKS, found in our catalog, is a mono game based on similar principles (though an entirely different game). Color only. Recommended.

WOW! I have more room! So far this is only 15K long. I'm on a roll!  
Now I'll tell you about some of my favorite utility programs for the  
ST. Ready, set, GO!

CACHEV40 is Cold Hard Cache v.4.0 by Robert E. Owens III. Cold Hard  
~~~~~ Cache is an easy to use disk caching program that works with  
both hard drives and floppies. Disk caching improves disk I/O speed by  
keeping the sectors that are used most frequently in RAM. The I/O speed  
of a cached drive will be between that of a RAM disk (very fast) and the  
uncached drive (much slower than a RAM disk). Cold Hard Cache was  
designed to be as small, reliable, and as fast as possible. The program  
buffers reads only, so it's safe anything. I recommend this SHAREWARE  
program. You choose which drives it will cache and how much memory it  
uses. It has a handy little utility that keeps count of how much time  
you save (and you save A LOT!) Color or mono. Docs included.

CALLFIX is v.1.00 of a "get this one!" program by Tom Nolan (dated July  
~~~~~ 29, 1992). I say that because CallFix allows some old software  
to run under newer versions of TOS. If you get a crash when you run an  
old program that used to work, and you have a new TOS, CallFix may be  
for you. Just run it from the desktop or from your AUTO folder and then  
run your errant program. It just might work again! In old versions of  
GEMDOS, some registers were preserved across calls. Some programmers  
relied on this, even though Atari said not to. Now things have changed,  
and these programs crash. CallFix preserves registers d0-d2/a0-a2 on  
the stack. Color or mono. Docs included.

COLACALC is ColaCalc v.1.0 by Dan Wilga of Gribnif Software, famous for  
~~~~~ NeoDesk. There are many calculators for the ST, but none like  
ColaCalc. This one occupies all of 8K in memory, supports decimal, hex,  
octal, and binary, bit operations, memory peeks, and can be called  
instantly inside of ANY program. If you don't like the keys to press for  
the different functions, change them! Wow! Color or mono. Docs  
included. ColaWare (send caffeinated drinks so he can keep on producing  
great software).

COLORSET by Michael Moncur is a INEXPENSIVE SHAREWARE program (25 cents!  
~~~~~ or a business card!) that can be used to set the screen colors  
on your ST. Does COLORSET sound worthless? Well, that's why it's so  
cheap! Actually, the author wrote it for one purpose: With HotWire,  
you can install individual menu entries for each set of colors. Thus,  
you could have a menu line labeled "Standard Desktop Colors" and a line  
called "Colors for Flash", and then set your screen colors by simply  
clicking on a line. When you do that, you make your life more  
enjoyable! Color or mono. Any flavor ST. Docs included.

DOUBLER2 is STE Scan Doubler v.2.01. It is a double height screen  
~~~~~ emulator for the STE, MEGA STE and possibly the TT. Put this  
in your auto folder and you can have a mono screen that seems to be 640  
x 800 or a color screen of 640 x 400. It allows you to scroll up and  
down the screen without screen redraws. Even more it has an interlaced  
mode that actually allows you to have that resolution without scrolling.  
This is wonderful! Great for DTP programs that take so long to redraw  
the screen. Color or mono. Docs included. Sorry, no TOS 1.0--1.4!  
SHAREWARE by Lars-Erik Osterud. If you have the first version of this  
program get this one! It takes up only 1/2 the memory.

FIREWORK by Damien Jones is a color only program that shoots colorful  
~~~~~ fireworks all over your screen. Enjoy the fireworks!

FOLDRSRT is Folder Sorter v.1.0 by Doug Johnson. This is the easiest  
~~~~~ way to sort your auto folder (or any other folder) contents.  
Some programs need to run first, or before another program, or last in  
the auto folder. You can't tell the order the programs are in just by  
looking at the desktop, the physical order in which they are found is  
not a "sort" option. You can laboriously copy the files from one  
folder to another and then copy them back to the auto folder OR you can  
use this program and simply draw the programs to the place you wish them  
to be. Your choice! Color or mono. Docs included in program.

FRMD012D is FormDoIt v.1.2d by Dan Wilga of Gribnif Software, an  
~~~~~ amazingly useful utility. FormDoIt! replaces the parts of the  
GEM environment that handles the standard dialog and alert boxes that  
appear in most Atari programs. Color or mono. Docs included. COLAWARE  
(read what that means!). If you have an earlier version of FormDoIt  
you really should get this version, several significant bugs have been  
corrected. Enhancements that FormDoIt! offers include:

- o Keyboard Equivalents for dialog and alert box buttons.
- o [Undo] key to exit dialog and alert boxes.
- o Enhanced editable text fields.
- o Ability to insert extended characters into editable text fields.
- o Editable alert box icons.
- o Control over the default exit button in alerts and dialogs.

LGSEL18B is the latest version of the Little Green Selector, a complete  
~~~~~ and powerful replacement for the GEM item selector by Charles F  
Johnson. This program performs! 18 preset paths, 20 preset extensions,  
keyboard equivalents for all operations, a fast file search function,  
file/folder info, and much more! Docs included. Color or mono. Docs  
included.

MAXID\_22 is MAXIDISK v.2.2 originally by Max B<sup>^</sup>thm in 1987 but now  
~~~~~ seriously updated by Ronald Andersson (dated May 1992). This  
re-set proof RAM disk will allow you to automatically compress your  
files as you place them on the RAM disk (for example you might store  
750K of data on a 500K RAM disk). This now will allow RAM disks of up  
to 4 meg and will work with Overscan mode and any TOS version (including  
KAOS 1.4.2). Color or mono. Docs, source codes, and several utilities  
included to make it even more useful. Runs from the desktop or from the  
AUTO folder. Recommended.

METAVIEW is a SHAREWARE GEM application for viewing (.GEM) Metafiles.  
~~~~~ It runs in any resolution, with or without GDOS. Included in  
this file are an .ACC and .PRG version of MetaView. Docs are both on-  
line and included. Four sample GEM metafiles and a program to translate  
metafiles into text are included as well. By Ric Clayton. Color or mono.

MITES eats up your screen! TERRIBLE!! Rename the .ACC, give it to a  
~~~~~ friend and let cause all sorts of heartache! But only for a short  
time since it's nothing permanent. It does make you worry when you see  
your screen disappearing! This was one of the very first accessories I  
loaded on my ST several years ago. When you don't know what's happening  
Whew! Color or mono.

PFX\_17E is PFXpak v.1.7e by Thomas Quester. This program will allow you  
~~~~~ to compress your PRG/APP/TTP/TOS programs to LZH levels and

automatically uncompress and load them at run time. Speed up your boot process and save disk space at the same time! You can also restore the PFX files to their original condition with this utility. SHAREWARE. Color or mono. Docs included.

PHVIEW22 is PHVIEW22, written in GFA v3.07 by Mike McCarley (dated ~~~~~ March 4, 1990, the day we all March forth!). This is a very detailed file viewer that will allow you to look at almost any kind of file, text or binary. It allows excellent control of text viewing, allowing you to scroll up and down the screen in increments of your choice. It even allows you to read STWriter Elite files from the desktop (great!) It even has an automatic "walk through" a document feature that will just gradually move through the document at a speed you select. It also will allow you to view DEGAS, DEGAS Compressed, TINY, NEOChrome, and Spectrum pictures from the desktop. May be run from the desktop or by using the install application feature. Color or mono. Docs included.

PINHED21 is version 2.1 of PinHead -- the amazing little AUTO program ~~~~~ that can cut your bootup time in HALF! PinHead causes every program you run to load \*much\* faster; you won't believe the difference. Version 2.1 features increased compatibility, now works with ALL versions of TOS. If you've had problems with PinHead in the past, TRY THIS VERSION! By Charles F. Johnson and Little Green Footballs Software. SHAREWARE.

RETRACE is "The GEM Retrace Recorder." This amazing .ACC records your ~~~~~ mouse and keyboard 'events' and plays them back at the press of two keys. Up to ten 'recordings' are allowed. These can be loaded at bootup and can be automatically executed. The speeds and the recording accuracy of the mouse movements can be set. Watch you ST operate by itself! Color or mono.

SEBRA is "The High-Res Monochrome Monitor Emulator" by Patrik Persson of ~~~~~ Sweden. This is one of the best monochrome emulator I have seen. It will work on any ST/STe/Mega with a color monitor or TV set! It is fast, with lots of options to customize the speed, screen display, and more to your satisfaction. The mouse moves SMOOTHLY about the screen. With a few simple keystrokes you can set this program up to run just as you wish. I recommend this highly. It works with just about everything, too! Read the docs to see all that he has done to optimize this program. It's exciting! Freeware.

Again, I recommend SilkMouse 3 for a great mouse accelerator and very nice scree saver, but I talked about that a few weeks ago!

STARSTRK is Star-Struck - a new screen saver by Tony Sanson. Star- ~~~~~ Struck is a screen saver with a difference. Instead of just blanking your screen after 3 minutes, it smoothly fades it to black, and then fills it with a repeating burst of stars exploding from a central point. Not only that, but the stars are in color too (assuming you have a color monitor). Color or mono. An .ACC that you can call from the desk accessory window. This is a beautiful and facinating screen saver.

TCOS is TCOS v.1.2 by Matthew P. Aubury (dated 1989). 'TCOS' is an ~~~~ information storage system which will run on any Atari ST (up through TOS 1.62 at least) in either medium or high resolution. It is designed to allow you to structure information in a logical way which allows you to access data quickly and efficiently. Data is arranged in a series of 'cards', which contain either text or graphics. Areas of

the cards are designated as 'buttons', which, when clicked on with the mouse pointer, bring up further cards. In this way, a branching tree of cards is formed, which allows the information to be structured in a sensible way. This technique lends itself to many uses: referencing information, diagnostic systems, expert systems, and even teaching programs. NICE! Docs included.

UNDELETE is a very useful program by the same name. Have you ever ~~~~~ accidentally erased a file? UNDELETE is for you. If you haven't saved any other information on that disk the file is still there, only hidden. UNDELETE will find it for you and allow you for save it back in a format your ST will recognize again! HURRAH for that! UNDELETE works only in medium resolution.

#### ##### THE 1993 Z\*NET COMPUTER CALENDAR

#### ##### Schedule of Shows, Events and Online Conferences

##### -----

#### ### Feb 17, 1993

CODEHEADS LIVE in Conference!! The CODEHEADS!!! Join Charles and John for this exciting RTC!!!! If you don't know who the CODEHEADS are then you are in the wrong RT!! Think of MultiDesk Deluxe, Hotwire, Maxifile, Codekeys, Calligrapher, Warp 9 and Midi Spy just to name a few. Come in and chat with two of your favourite developers. If you are new to ATARI then these are the people to talk with regarding useful products. This RTC starts promptly at 10pm eastern. Type M475;2 at any GENie prompt to attend.

#### ### February 18-19, 1993

IEEE Computer Faire at the Von Braun Civic Center in Huntsville, Alabama. Attendees include: WordPerfect, MicroSoft, IBM, HP, Silicon Graphics and many others. At the 1992 show, admission was free to the 20,000 that attended.

#### ### March 1993

CeBIT, the world's largest computer show with 5,000 exhibitors in 20 halls, is held annually in Hannover, Germany. Atari traditionally struts its newest wares there, usually before it's seen in the USA or anywhere else. In '93, the Atari 040 machines should be premiering, and this is the likely venue. Third party developers also use this show to introduce new hardware and software, so expect a wave of news from CeBIT every year. Atari Corp and the IAAD coordinate cross-oceanic contacts to promote worldwide marketing of Atari products, and this show is an annual touchstone of that effort. Contact Bill Rehbock at Atari Corp for information at 408-745-2000.

#### ### March 13-14, 1993

The Sacramento Atari Computer Exposition is to be sponsored by the Sacramento Atari ST Users Group (SST) at the Towe Ford Museum in Sacramento, California. A major two day effort, the SAC show is being held in the special events area of the Towe Ford Museum, home of the worlds most complete antique Ford automobile collection. As an added bonus, admission to the museum is free when you attend the Expo. The

museum is located at the intersection of Interstates 5 and 80, just 15 minutes from the Sacramento Metropolitan Airport. Contact Nick Langdon (Vendor Coordinator) C/O SST, P.O. Box 214892, Sacramento, CA 95821-0892, phone 916-723-6425, GENie: M.WARNER8, ST-Keep BBS (SST) 916-729-2968.

### March 15-16, 1993

Lap & Palmtop Mobile Computing Expo at the New York Hilton Hotel in New York City. Exhibitors will show the latest in mobile computing, software, pen, peripherals and communications from the industry's leading manufacturers. In conjunction with the exhibits is the Mobile Systems Solutions Conference series. Featuring over 80 leading industry experts speakers, the conference provides vital information needed to build or improve your world of mobile computing.

### March 16-19, 1993

Image World - Washington DC at the Sheraton Washington.

### March 20, 1993

Philadelphia, PA area group PACS is holding their 16th annual Computer Festival from 9 AM til 4 PM. It will be a multi-computer show with Atari showings by the PACS Atari SIG's, NEAT, CDACC, and JACS clubs. The Fest is to be at the Drexel University Main Building, 32nd and Chestnut Streets in Pennsylvania. Contact for Atari display: Alice P. Christie, 207 Pontiac Street, Lester, PA 19029, 215-521-2569, or 215-951-1255 for general info.

### March 21-24, 1993

Interop Spring '93 in Washington DC.

### March 30 - April 1, 1993

Intermedia 93 at the San Jose Convention Center, San Jose CA.

### May 3-5, 1993

Digital Video New York/MultiMedia Exposition at the New York Sheraton in New York City.

### May 4-5, 1993

The 3rd Annual Networks and Communications Show returns to the Hartford Civic Center. Companies such as Intel, Microsoft, DEC, DCA, IBM, and MICOM will be exhibiting. For more information, contact: Marc Sherer at Daniels Productions, 203-561-3250; fax: 203-561-2473.

### May 11-13, 1993

SunWorld '93 exposition and conference, held in San Francisco at the Moscone Center. The second annual event is the largest trade show in North America dedicated to the Sun, SPARC and Solaris industry. SunWorld '93 will feature a full day of in-depth tutorials, which are being developed in association with Sun Educational Services, to be followed by three days of conference sessions and an exposition. The three-day exposition will feature more than 175 leading vendors in the industry including Adobe Systems, AT&T, Computer Associates, Hewlett-

Packard, Informix Software, Insoft, SAS Institute, Solbourne, SPARC International, Sun Microsystems, SunPro, SunSoft and WordPerfect. For more information about attending SunWorld '93 call Lynn Fullerton at (800) 225-4698 or to receive information about exhibiting contact David Ferrante at (800) 545-EXPO.

### May 22-23, 1993 (NEW LISTING)

Pacific Northwest Atari show will be held in Vancouver Canada. The Vantari User Group will be sending out developers kits in the very near future with more details and pricing. The show will be held in the Metrotown Centre Mall, which is the 2nd largest in Canada with over 400 stores. The traffic in the mall is amazing! In addition the Holiday Inn Hotel is attached to the mall as well so travel time is nil. If you have any questions in the meantime leave email (G.Norton) on GENie.

### June 22-23, 1993

Lap & Palmtop Mobile Computing Expo at the Disneyland Hotel in Anaheim, California. Exhibitors will show the latest in mobile computing, software, pen, peripherals and communications from the industry's leading manufacturers. In conjunction with the exhibits is the Mobile Systems Solutions Conference series. Featuring over 80 leading industry experts speakers, the conference provides vital information needed to build or improve your world of mobile computing.

### July 17-18, 1993

The Kansas City AtariFest '93. The location for the show is Stadium Inn, 7901 E 40 Hwy. Ticket prices at the door will be 5.00 dollars each day. Advance tickets will be 4.00 dollars each, for advance tickets, please send 4.00 dollars per ticket to: Kansas City AtariFest, P.O. Box 1653, Lee Summit, MO 64063 or if you belong to a user group please mail a request for a user group information pack. To make room reservations please call 1-800-325-7901, we are also working with a local travel agent to get special airfares for the show. You may call 1-800-874-7691 to take advantage of the special fares. For more information please leave Email as follows; GENie, B.welsch, J.krzyosztow, for CompuServe, Leave for Jeff Krzyosztow at 74027,707, or you can call (816)224-9021, or mail to the address listed above.

### August 3-6, 1993

MacWorld Expo at the Boston World Trade Center, Bayside Exposition Center and sponsored by MacWorld Magazine. This event is titled Boston '93.

### September 18-19, 1993

The Glendale Show returns with the Southern California Atari Computer Faire, V.7.0, in suburban Los Angeles, California. This has been the year's largest domestic Atari event, year after year. Contact John King Tarpinian at the user group HACKS at 818-246-7286 for information.

### September 20-22, 1993

The third MacWorld Expo, titled Canada '93 at the Metro Toronto Convention Centre, sponsored by MacWorld Magazine.



### September 21-23, 1993  
Unix Expo '93 in New York City, New York.

### October 7-8, 1993  
Lap & Palmtop Mobile Computing Expo at the Chicago Mart/Expo Center in Chicago, Illinois. Exhibitors will show the latest in mobile computing, software, pen, peripherals and communications from the industry's leading manufacturers. In conjunction with the exhibits is the Mobile Systems Solutions Conference series. Featuring over 80 leading industry experts speakers, the conference provides vital information needed to build or improve your world of mobile computing.

### October 27-29, 1993  
CDROM Exposition at the World Trade Center, Boston MA.

### October 27-29, 1993  
EDA&T Asia '93. The Electronic Design and Test Conference Exhibition at the Taipei International Convention Center in Taiwan. Exhibit space is still available. For more information contact: Betsy Donahue, Chicago, fax: 708-475-2794.

### November 7-10, 1993  
GeoCon/93, an international conference and showcase for software products developed outside the U.S. at the Royal Sonesta Hotel, Cambridge, Mass. The conference program will include three days of workshops on topics of interest to overseas developers entering the U.S. market. Workshop presenters will discuss such issues as how to negotiate distribution and licensing contracts, setting up a business in the U.S., manufacturing and fulfillment, technical support, packaging, research sources, and how to market through direct, retail, and catalog channels. For additional information, contact Tom Stitt, associate publisher, Soft letter, 17 Main St., Watertown, Mass. 02272-9154; telephone 617-924-3944; fax 617-924-7288, or Colleen O'Shea, director, Soft letter Europe, 2 um Bierg, 7641 Chirstnach, Luxembourg, telephone 35.2.87119; fax 35.2.87048.

### November 15-19, 1993  
COMDEX Fall '93. Las Vegas Nevada.

If you have an event you would like to include on the Z\*Net Calender, please send email via GENIE to Z-NET, CompuServe 75300,1642, or via FNET to node 593 or AtariNet node 51:1/13.0. Show listings are also published in AtariUser Magazine.

##### ATARINET UPDATE  
##### Compiled by Bill Scull  
##### -----

So, you've heard about AtariNet. This is a network for any BBS that supports the Atari platform of home computer. There are already several bulletin board systems worldwide participating and more are joining. If

you are a Sysop and would like more information or would like to join, simply contact the Host that is nearest you. If you're a user and would like more information, ask your Sysop to contact the Host nearest him. A listing of the current BBS's that are participating and the echos that are available follow:

Zone 51 AtariNet Headquarters

Region 100

Host 1 - Twilight Zone, Longwood FL, Bill Scull 1-407-831-1613

4 - Steal Your Face, Brick NJ, Ed Lynch 1-908-920-7981  
6 - MySTery BBS, Goose Creek, SC, David Blanchard 1-803-556-9730  
8 - Alien BBS, Burlington NC, Mark Cline 1-919-229-4334  
9 - Z\*Net Golden Gate, Sunnyvale CA, Bob Brodie 1-510-373-6792  
10 - Atari Base, Sunnyvale CA, Robert Brodie 1-408-745-2196  
13 - Z\*Net News Service, Middlesex NJ, Ron Kovacs 1-908-968-8148  
14 - Information Overload, Riverdale GA, Ed June 1-404-471-1549  
15 - Flightline BBS, Minneapolis MN, Craig Peterson 1-612-544-5118

Host 4 - Hologram Inc, Old Bridge NJ, Dean Lodzinski 1-908-727-1914

3 - Assassins Grove, Oshawa Canada, Jeff Mitchell 1-416-571-6965  
4 - Aces High BBS, Matawan NJ, Richard Guadagno 1-908-290-1133  
5 - StormShadow, Pasadena MD, Robert Lovelace 1-410-437-0243

Host 102 - Sunfox's Realm, Raleigh NC, Erik Williams 1-919-867-1844

Region 200 - AtariNet Headquarters II

Host 2 - AtariNet Nevada, Las Vegas NV, Terry May 1-702-435-0786

4 - Sports Line BBS, Henderson NV, Nick Hard 1-702-565-5271  
5 - Left Over Hippies, Toronto Canada, Lesley Dylan 1-416-466-8931  
10 - STarship, Lake Charles LA, Rich Tietjens 1-318-474-9432  
11 - The Choice BBS, Las Vegas NV, Mark Woolworth 1-702-253-6527  
12 - Thunder Hold, American Fork UT, Todd Harrington 1-801-756-2901  
13 - Conqueror Connection, Fort Hood TX, John Curtis 1-817-539-1469  
137 - The VORTEX BBS, Fort Towson OK, Jim Jackson 1-405-873-9361

Host 201 - The DarkSTar BBS, Salt Lake City UT, Randy Rodrock  
1-801-269-8780

4 - The Halls of Asguard, Orem UT, Gerald Homeyer 1-801-221-1150  
5 - Acme BBS, Salt Lake City UT, Eric Nikolaisen 1-801-272-4243  
6 - Thunder Hold, American Fork UT, Todd Harrington 1-801-756-2901  
7 - The City Of Nimrod, SLC UT, Dave Marquardt 1-801-969-5485

Host 202 - The Wylie Connection, Wylie TX, Wes Newell 1-214-442-6612

7 - Aaron's Beard, Dallas TX, Troy Wade 1-214-557-2642  
13 - The Wylie Connection, Wylie TX, Wes Newell 1-214-442-6612  
20 - Outland Station, Ft Worth TX, John Stiborek 1-817-329-1125  
21 - Psychlo Empire, Irving TX, Mark Corona 1-214-251-1175  
30 - The Foundation BBS, Azle TX, CR Hamilton 1-817-444-0155

Host 203 - AtariNet Midwest, Indianapolis IN, Bill Jones  
1-317-356-5519

1 - The Zoo BBS, Indianapolis IN, Bill Jones 1-317-356-5519  
2 - The Music Station, Webb City MO, Chris Richards 1-417-673-4926

|   |                                                  |                |
|---|--------------------------------------------------|----------------|
| 3 | - The Maligned ST, Urbandale IA, Mike O'Malley   | 1-515-253-9530 |
| 4 | - The Crawly Crypt, Joplin MO, Jim Collins       | 1-417-624-1887 |
| 5 | - BLAST BBS, Bloomington IN, Steve Johnson       | 1-812-332-0573 |
| 6 | - Bear Swamp BBS, Marysville OH, Mark Antolik    | 1-513-644-0714 |
| 7 | - The Dugout BBS, Independence MO, Brient Leslie | 1-816-373-9589 |

Region 300 - AtariNet Headquarters\_III

Host 3 - The Space Station, Canyon Country CA, Tony Castorino  
1-805-252-0450

|    |                                                   |                |
|----|---------------------------------------------------|----------------|
| 3  | - Atari ST Connection, Fresno CA, Brian Watters   | 1-209-436-8156 |
| 4  | - Autoboss Atari Elite, Bunola PA, John Graham    | 1-412-384-5608 |
| 5  | - The Yakima Atari ST BBS, Yakima WA, Pat Moffitt | 1-509-965-2345 |
| 6  | - FIDOdoo Support BBS, Vandenberg AFB, Bryan Hall | 1-805-734-4742 |
| 7  | - cyberSecT BBS, Cheney WA, Chuck Aude            | 1-509-235-4875 |
| 9  | - The Mosh Bit, Vancouver WA, Mark Wallaert       | 1-206-574-1531 |
| 10 | - Target Range, Paramount CA, Alan Dietrich       | 1-310-634-8993 |
| 11 | - Sanctuary From The Law, Inyokern CA, Sean Price | 1-619-377-3611 |
| 12 | - MASATEK, Torrance CA, Valeriano Meneses         | 1-310-518-9524 |
| 13 | - The Mind Keep, Citrus Heights CA, Jeff Fehlman  | 1-916-723-1657 |
| 15 | - ST-Keep, Citrus Heights CA, Andrew Studer       | 1-916-729-2968 |
| 16 | - H.B. SMOG, Huntington Beach CA, Jim Thingwold   | 1-714-969-5486 |
| 17 | - Acey BBS, Yakima WA, Dick Grable                | 1-509-966-8555 |
| 18 | - Dusty Atcic, Riverside CA, Rodney Bennett       | 1-909-656-3707 |

Region 400 - AtariNet Headquarters IV

Host 5 - The Brewery, Ajax ON Canada, Don Liscombe 1-416-683-3089

3 - Rather Digital, Sudbury ON Canada, Steve Barnes 1-705-560-3115

Region 500 - AtariNet UK

Host 6 - AtariNet NW England, Stockport Cheshire UK, Daron Brewood  
44-61-429-9803

|   |                                                    |                |
|---|----------------------------------------------------|----------------|
| 2 | - STun NeST Central, Stockport Cheshire UK         | 44-61-429-9803 |
| 3 | - DigiBBS, Nykobing F Denmark, Flemming Nielsen    | 45-54-858385   |
| 4 | - System ST BBS, Leicester UK, Mark Matts          | 44-533-413443  |
| 5 | - Black Cat Penarth, Penarth Wales UK, Mark Butler | 44-222-707359  |

Region 600 - AtariNet Headquarters VI

Host 601 - AtariNet Germany, Koeln Germany, Frank Brodmuehler  
49-221-248285

8 - Apolonia, Essen, Peter Kaszanics 49-201-237509

|         |                                         |               |
|---------|-----------------------------------------|---------------|
| Hub 100 | - Hub AC, Aachen, Benedikt Heinen       | 49-241-408593 |
| 101     | - Firemark BBS, Aachen, Benedikt Heinen | 49-241-408593 |
| 102     | - Dao-Lin-H'ay, Luegde, Joerg Spilker   | 49-5281-79372 |

Region 700 - AtariNet Headquarters VII

Host 701 - Peace Counter Computers, Fort ST John BC Canada  
1-604-785-9512

2 - Prime BBS, Fort ST John BC Canada, Bill Marsh 1-604-785-7098

Host 710 - Temple of Doom, Edmonton Alta Canada, Barry Torrance  
1-403-436-0328

2 - Bill's BBS, Edmonton Canada, Bill Butler 1-403-461-2222

# Region 800 - AtariNet Headquarters VIII

Host 801 - Znet South Pacific, Wellington New Zealand, Chris Thorpe  
64-4-4762853

|    |                                                |               |
|----|------------------------------------------------|---------------|
| 2  | - Waikato Amiga, Hamilton, Barry Blackford     | 64-7-846-6918 |
| 3  | - Southern Vortex, Dunedin, Chris Pheloung     | 64-3-454-3900 |
| 5  | - Cyberlink 2, Palmerston North, Dean Richards | 64-6-359-2658 |
| 12 | - Wizards Lair, Wellington, Shane Storey       | 64-4-233-8538 |
| 21 | - InterAction One, Hamilton, John Lawrence     | 64-7-855-0293 |
| 22 | - Ice Cave, Hamilton, Vaughan Irwin            | 64-7-846-7236 |
| 31 | - Jail Break BBS, Invercargill, Willy Hemopo   | 64-3-216-2042 |
| 32 | - Lands End, Invercargill, Ken Sutton          | 64-3-214-1021 |
| 40 | - On Line Support, Christchurch, John Clarke   | 64-3-366-7324 |

|          |                                                       |               |
|----------|-------------------------------------------------------|---------------|
| Host 802 | ACE BBS, Coogee NSW Australia, Ian Mackereth          | 61-2-898-0873 |
| 102      | - OGRE BBS Mercy College, Koondoola WA, Craig Valli   | 61-9-247-1249 |
| 106      | - That Which is Not, Adelaide Sth Aust, Michael Smith | 61-8-232-5722 |

||| AtariNet Message Echo Backbone |||  
/ | \ Compiled by Terry May @ 51:2/0 / | \

-> The following echo is required for ALL AtariNet sysops.  
-> ONLY AtariNet sysops may have access to this echo.

| Echo Name | Description     | Moderator           |
|-----------|-----------------|---------------------|
| A_SYSOP   | AtariNet SysOps | 51:1/0 - Bill Scull |

-> The following echoes are required for AtariNet moderators  
-> and hosts, but may be picked up by ANY AtariNet sysop.  
-> ONLY AtariNet sysops may have access to these echoes.

| Echo Name | Description                | Moderator           |
|-----------|----------------------------|---------------------|
| A_ECHO    | AtariNet echoes discussion | 51:2/0 - Terry May  |
| A_TEST    | AtariNet test echo         | 51:1/0 - Bill Scull |

-> The following echoes are available to all interested AtariNet sysops.  
-> These echoes can and should be accessible to all users and points.

| Echo Name        | Description                    | Moderator                |
|------------------|--------------------------------|--------------------------|
| A_4SALE          | Atari products for sale/wanted | 51:102/1 - Erik Williams |
| A_ATARI          | Atari general discussion       | 51:2/4 - Nick Hard       |
| A_BBS_ADS        | Atari supported BBSes          | 51:2/0 - Terry May       |
| A_BBS_DOORS      | Atari BBS doors (externals)    | 51:1/6 - Dave Blanchard  |
| A_COMMERCIAL_ADS | Atari commercial ads           | 51:102/1 - Erik Williams |
| A_DTP            | Atari DeskTop Publishing       | 51:102/1 - Erik Williams |
| A_EXPLORER       | Atari Explorer Magazine        | 51:1/13 - Ron Kovacs     |
| A_FDS            | AtariNet FDS announcements     | 51:203/0 - Bill Jones    |
| A_FIDODOOR       | FIDODOOR support               | 51:3/6 - Bryan Hall      |
| A_GENERAL        | General discussion             | 51:2/4 - Nick Hard       |
| A_GRAPHICS       | Atari graphics                 | 51:2/0 - Terry May       |
| A_MAXI_SUPT      | MaxiDoor/PhidoQwk Support      | 51:5/4 - Shawn Smith     |
| A_PROGRAMMING    | Atari programming              | 51:5/0 - Don Liscombe    |
| A_SOUND          | Atari sound/music              | 51:2/0 - Terry May       |
| A_TECH           | Atari hardware tech talk       | 51:202/0 - Wes Newell    |
| A_BINKLEY        | BinkleyTerm ST support         | [* Gated from Zone 1 *]  |
| A_FIDO_ST        | FidoNet ST discussion          | [* Gated from Zone 90 *] |

## AtariNet File Distribution System

The following file areas are either currently on the AtariNet FileBone, or are awaiting approval. If you'd like to receive one of these areas, please contact your host. Hosts are not required to carry all areas, however all areas will be available from 51:203/0.

## Current File Echoes:

| FileEcho | Description                          | Origination at         |
|----------|--------------------------------------|------------------------|
| A_NODES  | AtariNet node administration         | Bill Scull, 51:1/0     |
| ABBSUTIL | BBS-Related Utilities                | Bill Jones, 51:203/0   |
| ABBSGAME | BBS-Related Games (Doors)            | (open)                 |
| ABBSOTHR | BBS-Related other software           | (open)                 |
| AFDOOR   | FidoDoor Updates (includes ST-QWK)   | Bryan Hall, 51:3/6     |
| AUTILS   | ST Utilities                         | (open)                 |
| AGAMES   | ST Games                             | Rich Tietjens, 51:2/10 |
| ANETWORK | FidoNet-Related Software             | Bill Jones, 51:203/0   |
| AZNET    | Z*Net On-line magazine               | Ron Kovacs, 51:1/13    |
| AOTHER   | Other ST Software                    | (open)                 |
| AGRAPHIC | Graphics and related programs        | Terry May, 51:2/0      |
| ASOUND   | Sounds, samples and related programs | Terry May, 51:2/0      |

Any questions or comments should be directed to me at 51:203/0.  
Bill Jones, AFDS Coordinator

```

#_#_#_#_#_#_#_#
**--DELPHI SIGN-UP--**      **--GENIE SIGN-UP--**
=====|=====
To sign up for DELPHI call | To sign up for GENIE call
(with modem) 800-695-4002. | (with modem) 800-638-8369.
Upon connection hit return | Upon connection type HHH
once or twice. At Password: | and hit return. Wait for
type ZNET and hit <return>. | the U#= prompt and type in
                           | the following: XTX99436,
                           | Genie and hit return.
=====|=====
**--COMPUERVE SIGN-UP--**
-----
To sign up for CompuServe service call (with phone) (800)
848-8199. Ask for operator #198. You will then be sent a
$15.00 free membership kit.
=====
**--ATARINET INFORMATION--**
-----
If you'd like further information or would like to join
AtariNet-please contact one of the following via AtariNet
or Fido: Bill Scull Fido 1:363/112 AtariNet 51:1/0, Dean
Lodzinski Fido 1:107/633 AtariNet 51:4/0, Terry May Fido
1:209/745 AtariNet 51:2/0, Tony Castorino Fido 1:102/1102
AtariNet 51:3/0, Don Liscombe AtariNet 51:5/0, Daron
Brewood Fido 2:255/402 AtariNet 51:6/0. You can also call
the Z*Net News Service at (908) 968-8148 for more info.

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